

Tome

**Movement:** Exhaust and spend 3 Movement points to make a **Lore (-3) check**. If successful, you are drawn through the nearest open gate.



\$6



Tome

**Movement:** Discard and spend 2 Movement points to make a **Lore (-2) check**. If successful, lose 2 Sanity, draw three Spells, and discard two of them.



\$4



Tome

**Upkeep:** Discard and become lost in time and space to make a **Lore (-2) check**. If successful, remove 1 Doom token from the Doom Track.



\$8



Tome

**Movement:** Discard and spend 2 Movement points to make a **Lore (-1) check**. For every success, draw one random Monster trophy.



\$5



Tome

**Movement:** Exhaust and spend 3 Movement points to make a **Lore (-2) check**. If successful, discard this card and restore yourself to full Sanity.



\$5

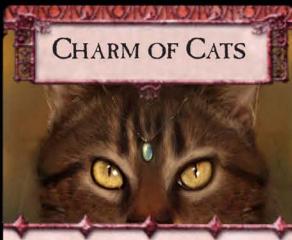


Tome

**Movement:** Exhaust and spend 2 Movement points to make a **Lore (-2) check**. If successful, search the Common or Unique item deck for the first **Weapon** card, take it, shuffle the deck, and discard Zanthu Tablets.



\$5



+1 to Sneak checks

**Arkham Encounter phase:** Discard instead of spending 1 Gate trophy.



\$5



+1 to Luck checks

**Any phase:** Exhaust to flip over the **Day/Night** card. Kephrian Gem only refreshes when you close a gate.



\$3



Lodge Signet

**Any phase:** Discard this card to take a Silver Twilight Lodge Membership.



\$4

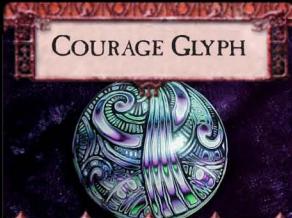


Lodge Signet

**Any phase:** Discard this card to take a Silver Twilight Lodge Membership.



\$4

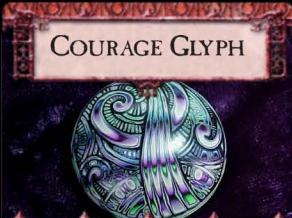


Courage Glyph

All Sanity damage you suffer from failed **Horror checks** is reduced by 1, to a minimum of 1.



\$3

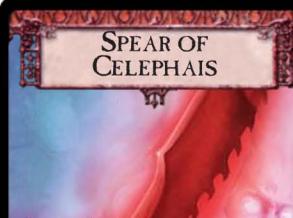


Courage Glyph

All Sanity damage you suffer from failed **Horror checks** is reduced by 1, to a minimum of 1.



\$3



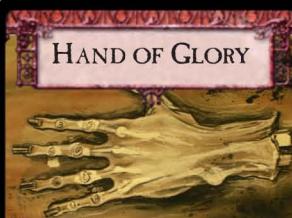
Magical Weapon

+5 to Combat checks

If you are at your maximum Stamina and Sanity, Spear of Celephais requires 1 fewer hand.



\$8



Magical Weapon

+3 to Combat Checks

You may claim Endless monsters as trophies if they are defeated using Hand of Glory.



\$5



Whispering Hide

**Any phase:** Whenever the **Day/Night** card is flipped over to **night**, gain 1 Clue token.



\$2



Household God

All Sanity damage you suffer from failed **Horror checks** is reduced by 1.



\$5



